

ADVANCE

GAME BOY®

AGB-FP7E-USA



TM

INSTRUCTION BOOKLET

namco

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Nintendo®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

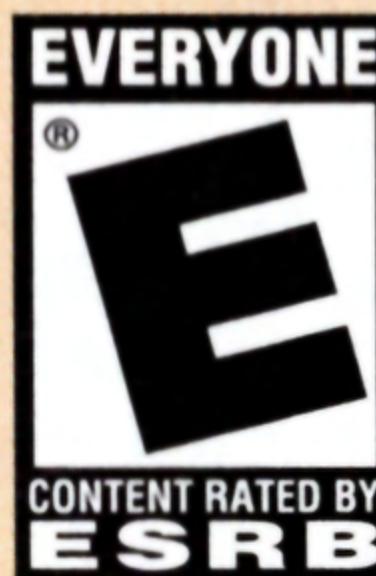
Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

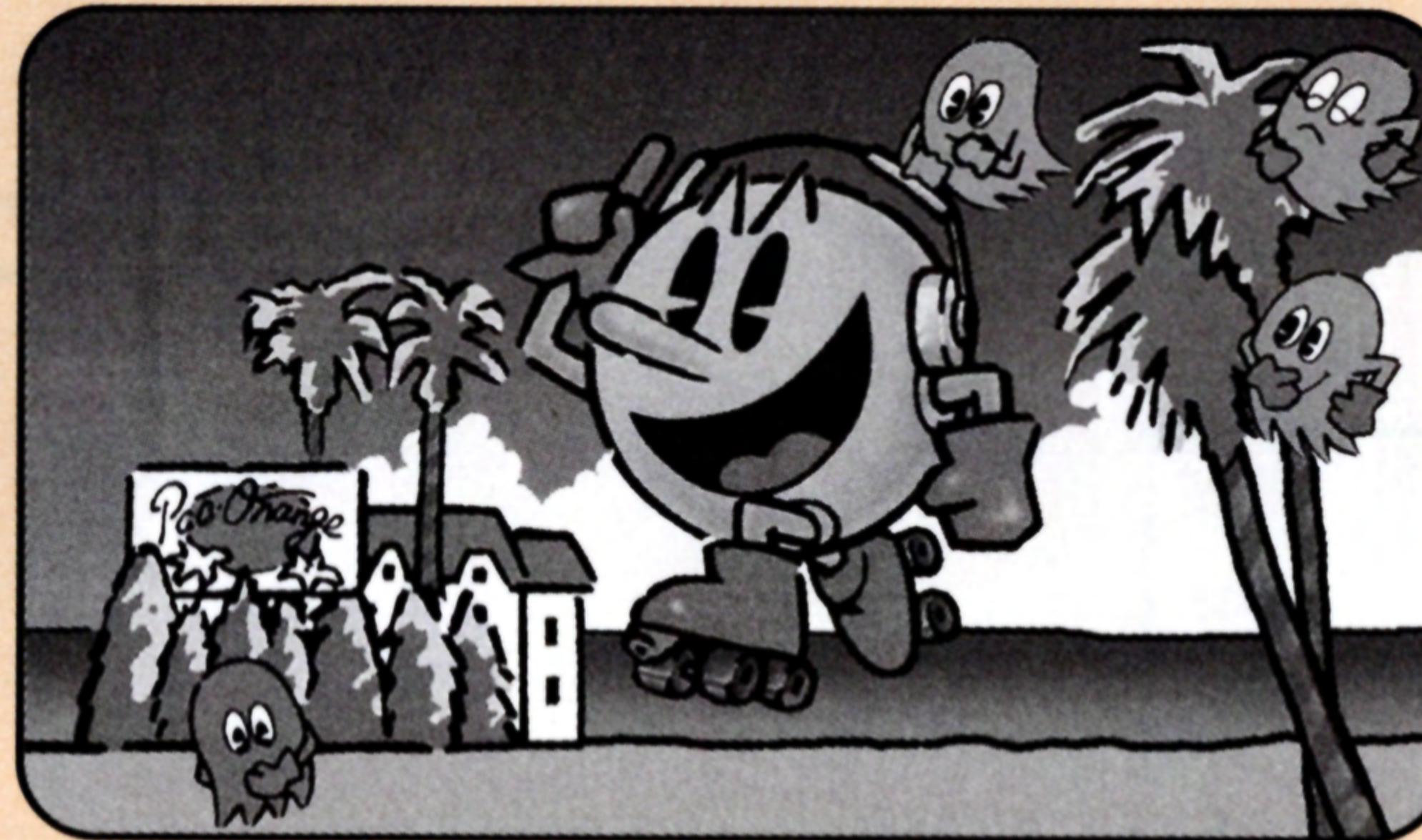
Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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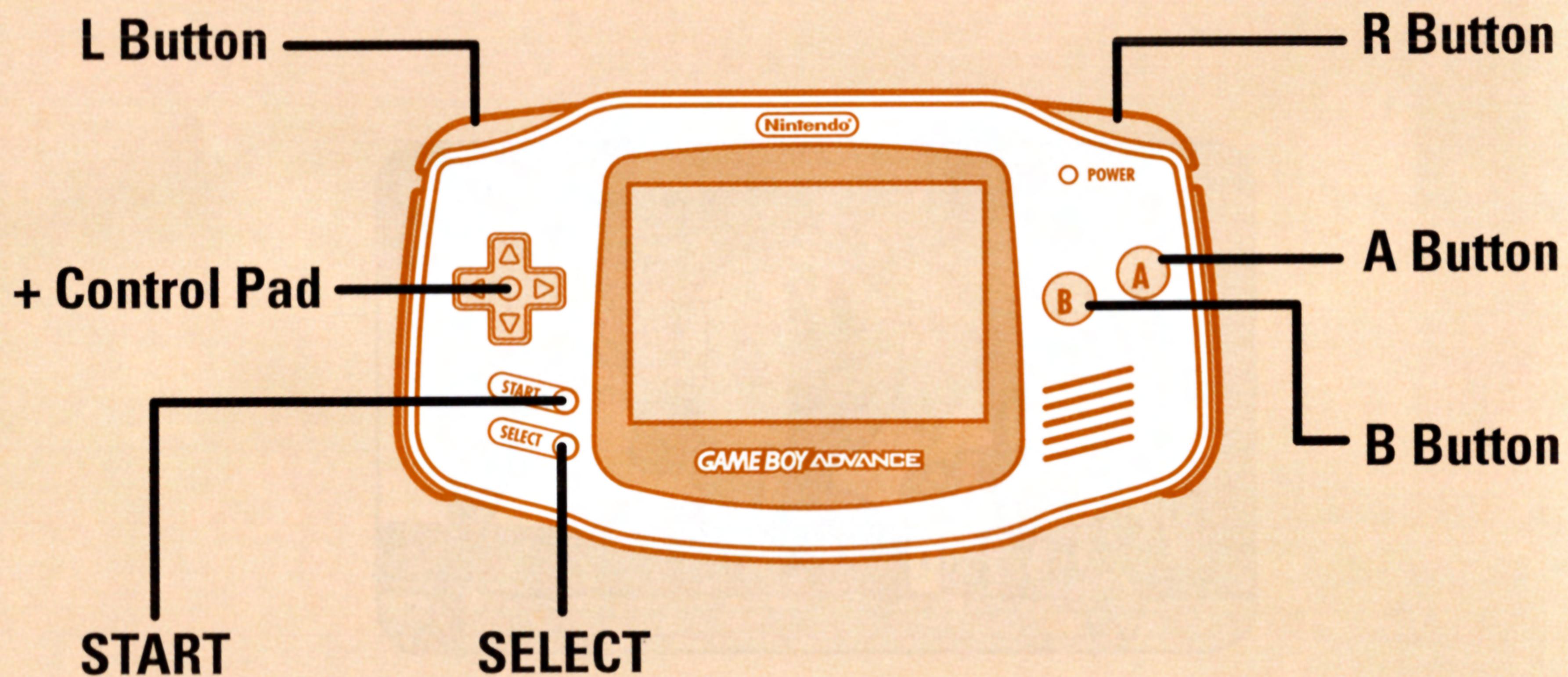
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Pac-Man's hungry! Chomp and munch all of the pellets in the maze to feed Pac-Man's need—but watch out for the ghosts!

CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

SELECT

Press SELECT at the title screen to choose between playing a one-player or two-player game.

*Once the game begins, SELECT is no longer used.

1 Player: Begin a single-player game.

2 Players: Begin a two-player game. In this mode, players take turns competing for the highest score. When one player loses a life, the other player gets a chance to prove their pellet-chomping prowess.



START

Press START to begin the game.

● Pausing the game

Press START during play to pause the game. To resume the game, press START again.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

L Button + R Button

Press simultaneously to access the system menu. From the system menu, you can reset, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will be displayed—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU

■ Continue

Continue your game.

■ Reset

Return to the title screen.

■ Linked Play

Play a two-player game by connecting with a Game Boy Advance Game Link® cable. For more information, refer to the "Linked Play" section of this manual.

■ Save High Score

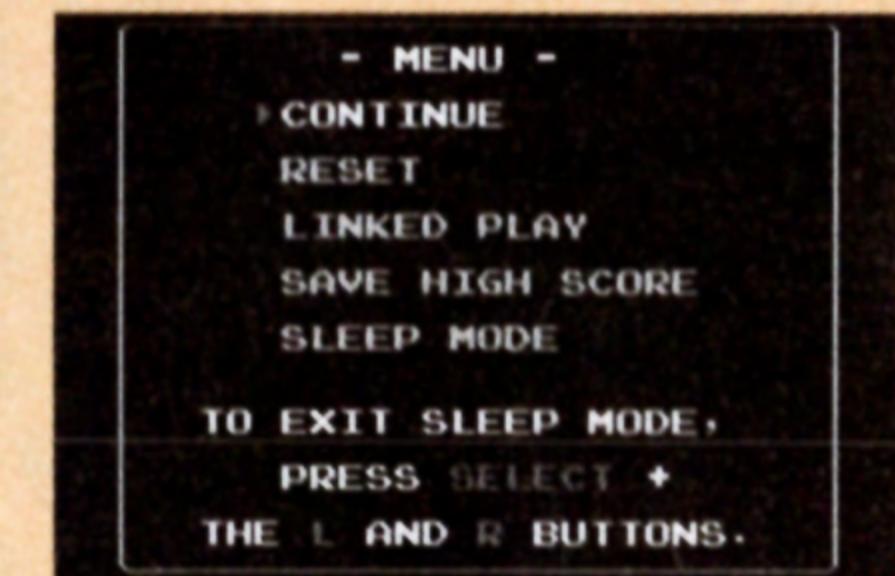
Saves high score data. High scores will be saved even after the power is turned off.

*Data cannot be saved during Linked Play.

■ Sleep Mode

Puts your Game Boy Advance to sleep. While in Sleep mode, the power remains ON but the liquid crystal display turns off and the game pauses to reduce battery consumption. To exit Sleep mode, press SELECT and the L and R Buttons.

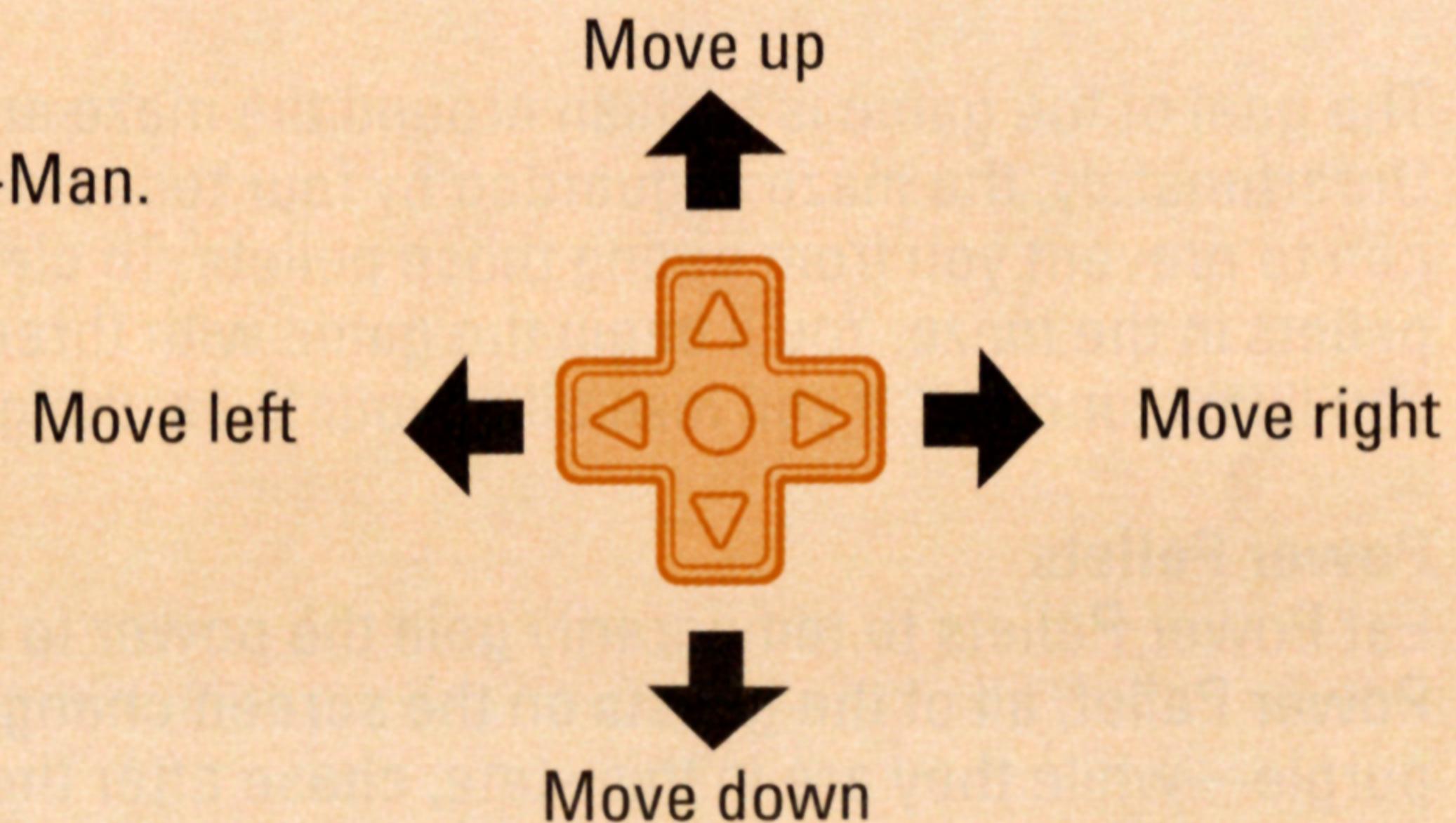
*If the batteries run out during Sleep mode, the power will turn off.



HOW TO PLAY

+ Control Pad

Use the + Control Pad to move Pac-Man.



A Button

Not used.

B Button

Not used.

PLAYING THE GAME

The goal of the game is to dash around the maze and eat all of the pellets. Unfortunately, the maze is guarded by four tenacious ghosts who'll do everything they can to prevent you from eating those pellets. To clear a stage, you must eat all of the pellets in the maze. You'll begin the game with three lives—if a ghost catches you, you'll lose one life. If you lose all of your lives, the game is over.

Power Pellets

Eat Power Pellets to temporarily gain the power to eat ghosts! When you consume a Power Pellet, all of the ghosts on the screen change shape and turn dark purple—while they are in this state, chase after them and eat 'em! Once a ghost is eaten, it will return to the box in the middle of the screen for a few moments before returning to the maze in its regular form. When the effect of the Power Pellet begins to wear off, the ghosts will first start to flash, then return to their normal color—once this happens, steer clear!

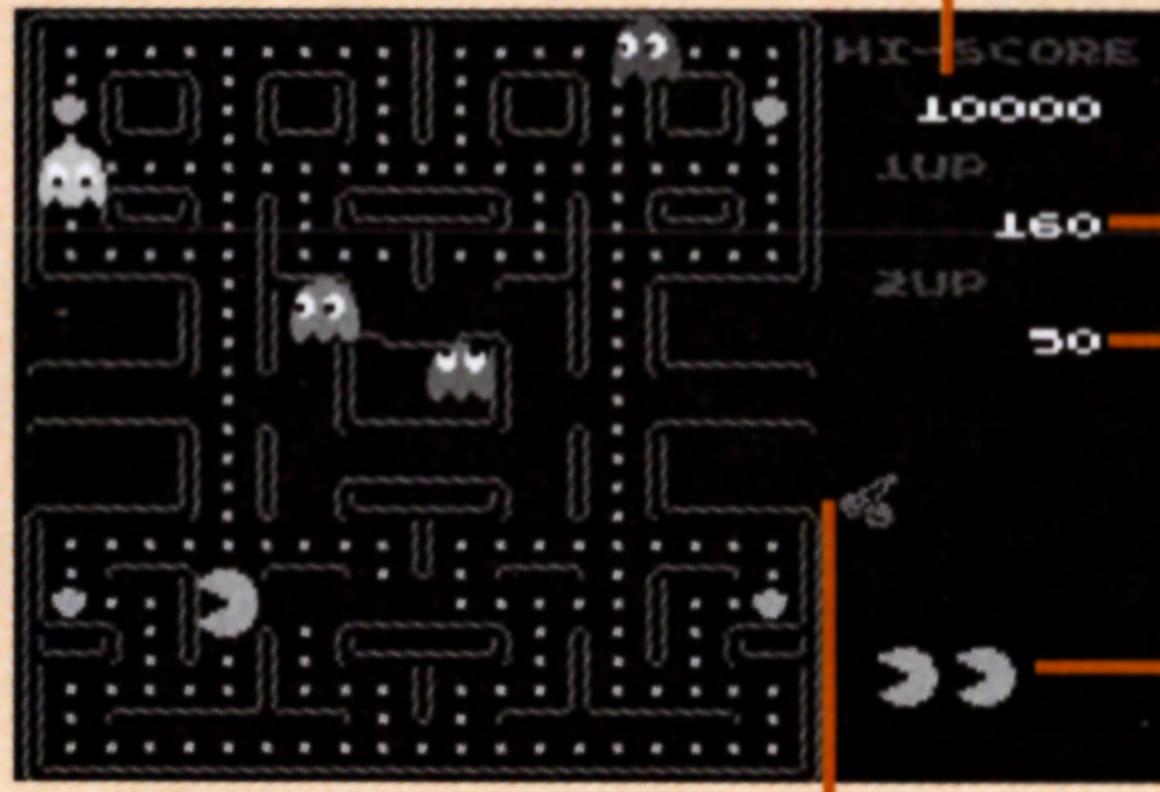
Fruit

A piece of fruit will appear twice during each stage—wolf it down to earn bonus points. As you complete more stages, the fruit will become worth more bonus points.

IN-GAME DISPLAY

Hi-Score

The current high score.



Stage

The current stage—a piece of fruit is displayed for each stage.

1UP

Player one's current score.

2UP

Player two's current score.

*In a two-player game, when a player is up, that player's score and number of lives are displayed just like they would be in a single-player game.

Lives

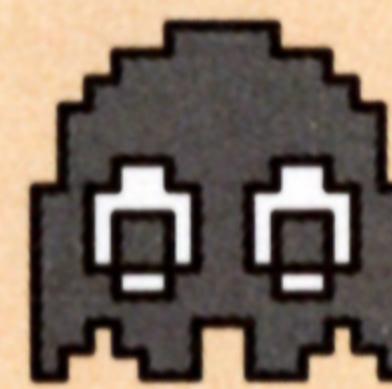
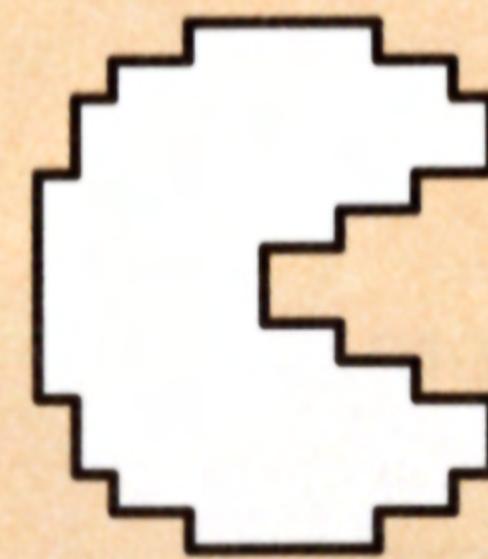
The number of lives remaining.

Earning Points

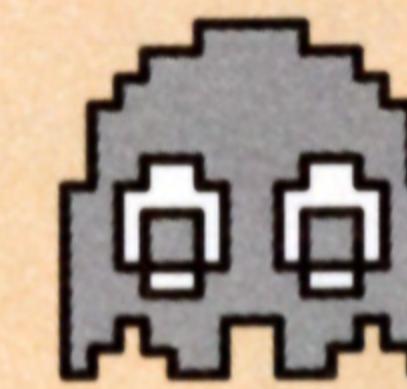
The more you eat, the more you points you earn!

Pellets	10	Fourth Ghost	1,600	Accumulate 10,000 points to
Power Pellets	50	Cherry	100	earn an extra life. Rack up
First Ghost	200	Strawberry	300	more points to earn even
Second Ghost	400	Orange	500	more extra lives.
Third Ghost	800			

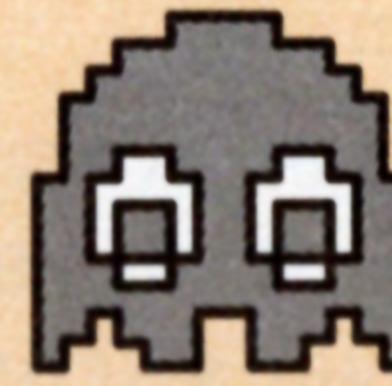
ENEMIES



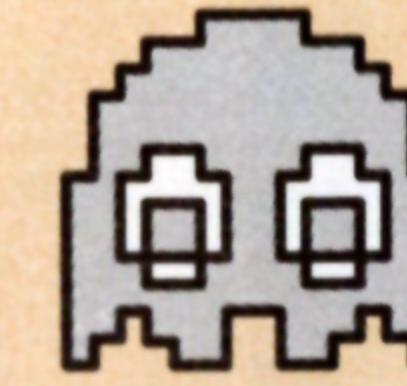
Pinky



Blinky



Inky



Clyde

HINTS AND TIPS

You'll move faster through areas that have already been cleared of pellets.

As you clear more stages, the game will move faster and the Power Pellet effects will wear off more quickly.

Trick ghosts by leading them away from the section you want to clear, then hurry back and gobble up all of the pellets.

LINKED PLAY

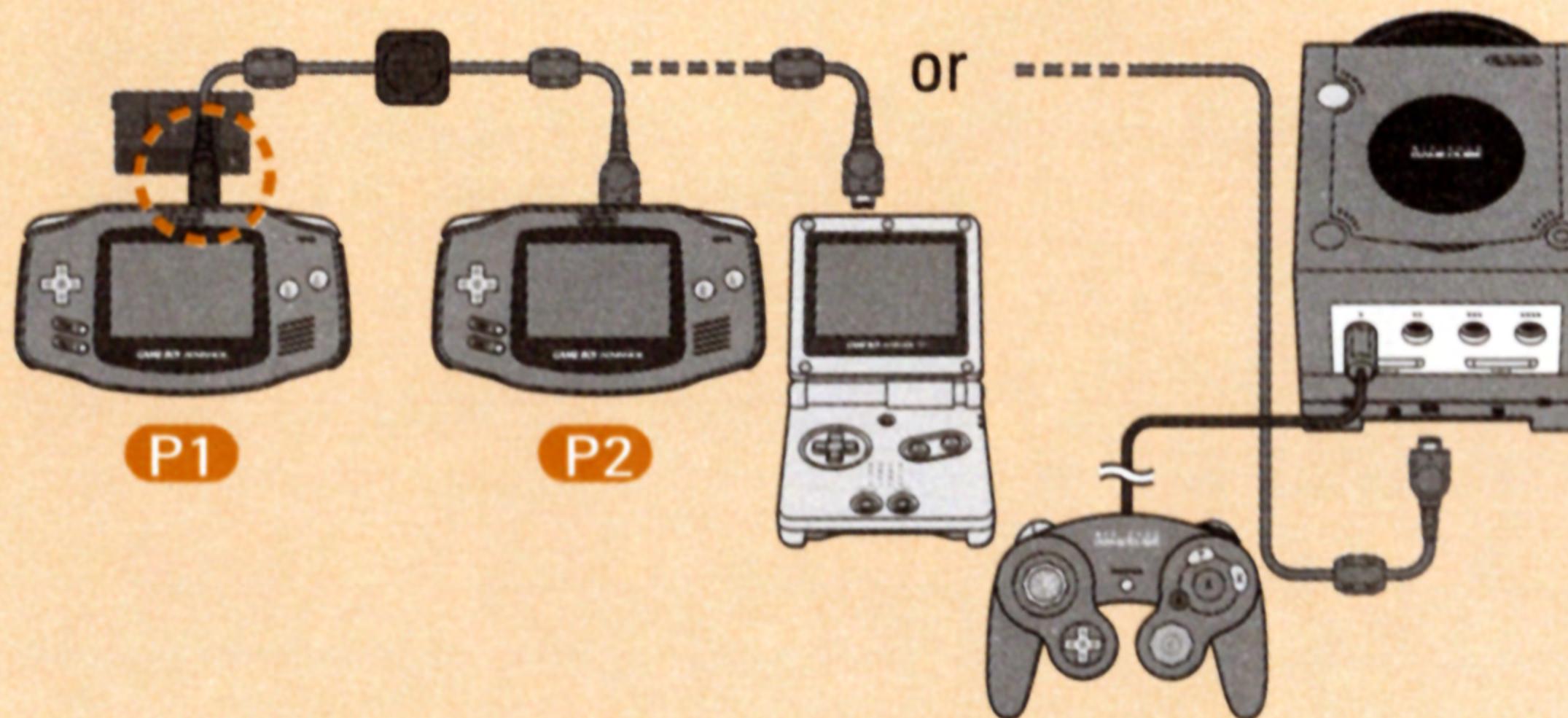
With Linked Play, two players can link up and play Pac-Man by connecting with a Game Boy Advance Game Link cable. To begin Linked Play, you'll need the following equipment:

Any two of the following: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including Nintendo GameCube Controller).

Pac-Man Game Paks: 1

*You can also link and play using two Pac-Man Game Paks.

Game Boy Advance Game Link cables: 1



LINKED PLAY

- 1.** Make sure that the power of both systems is turned OFF before inserting the Pac-Man Game Pak. The system with the Game Pak will be Player One.
** When playing a game with two Game Paks, the system connected with the purple end of the Game Boy Advance Game Link cable will be Player One.*
- 2.** Insert the Game Link cable into the Expansion Port of both systems.
- 3.** Turn ON the power of both systems. When the title screen appears, press the L and R Buttons to access the system menu.

4. From the system menu, select Linked Play and press the A Button to reach the Linked Play confirmation screen.
5. At the Linked Play confirmation screen, press START to connect and return to the title screen.
6. At the title screen, select 2 PLAYERS and press START to begin.
 - * When using only one Game Pak, Player 2 can disconnect from Player 1 and still continue to play the game.

Linked Play Troubleshooting

If you're having trouble with Linked Play, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the Game Boy Advance Game Link cable.
- The Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the Game Link cable was removed and plugged back in.

NOTES

IMPORTANT LEGAL INFORMATION:

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For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
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